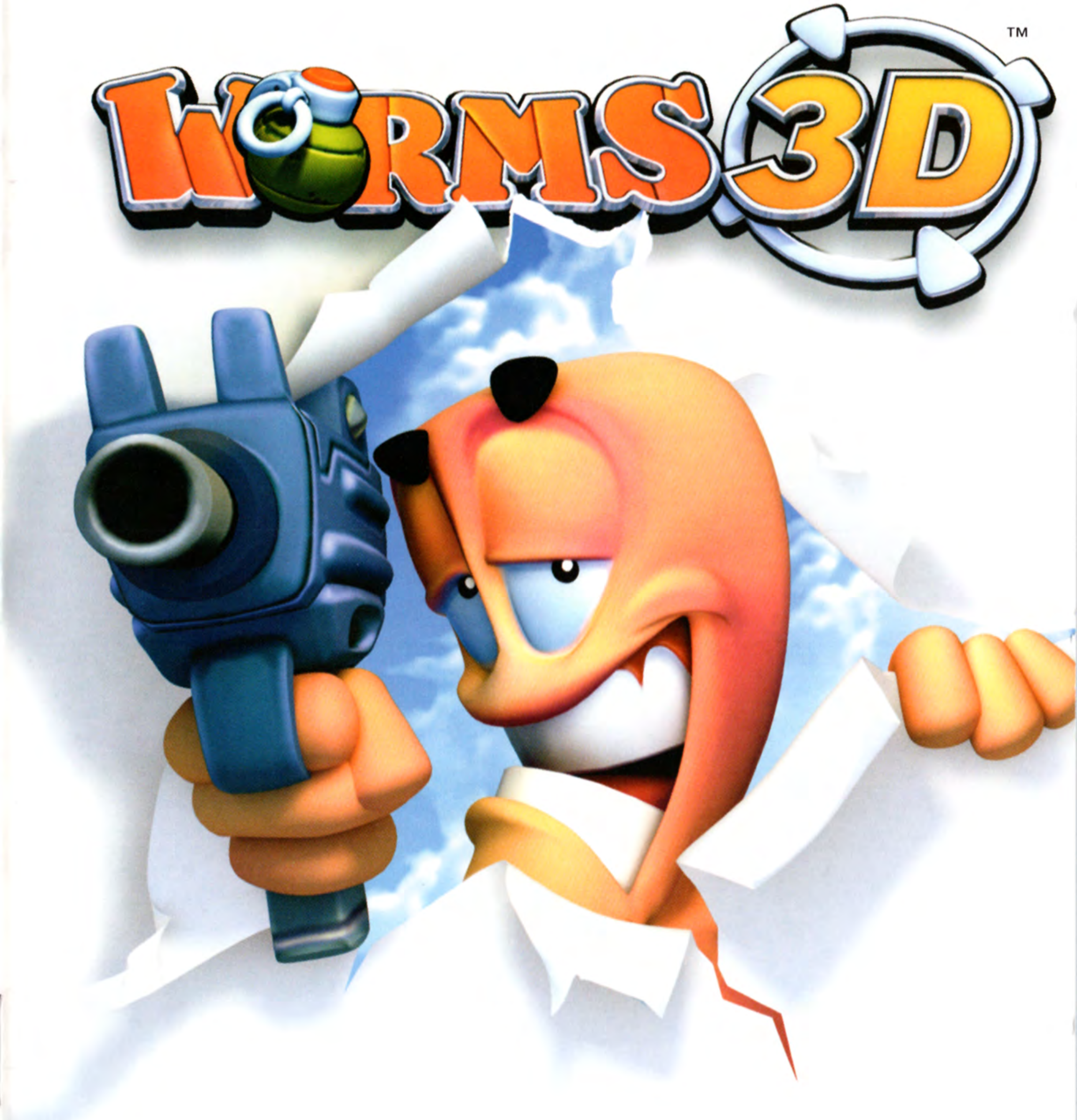
INSTRUCTION MANUAL



TEEN
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CONTENT RATED BY ESRB

Acclaim®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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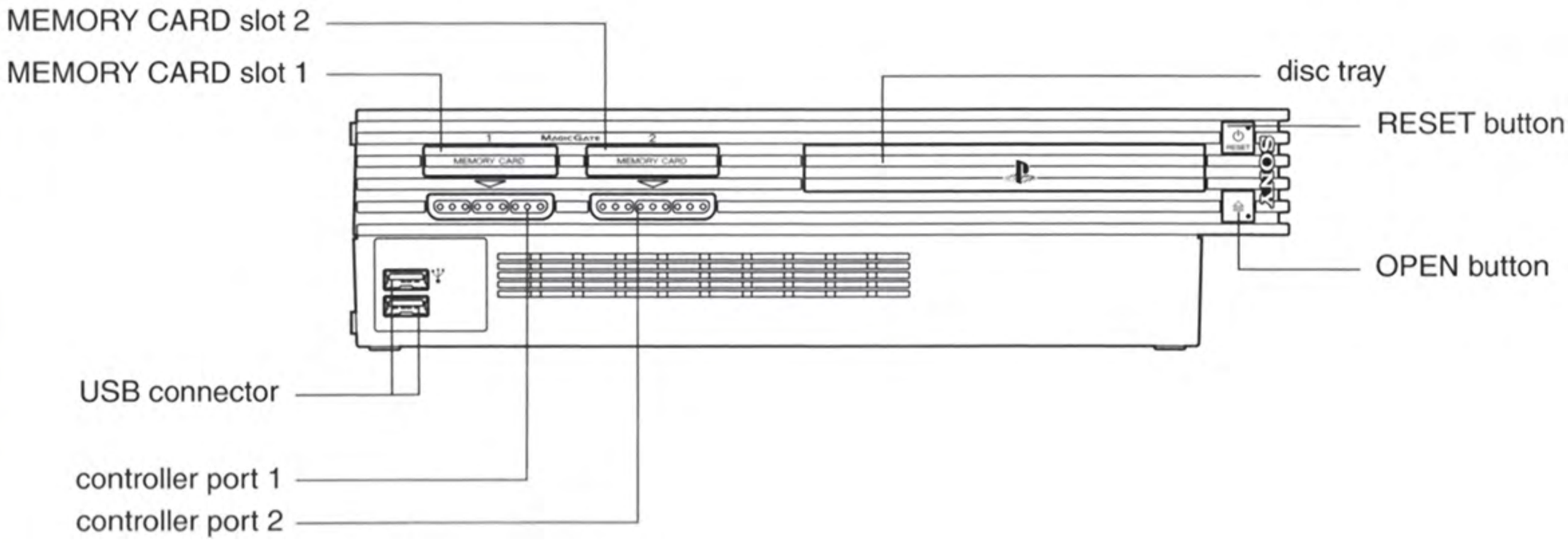
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in the Instruction Manual. Attach game controllers and other peripherals, as appropriate. Make sure that the MAIN POWER switch (located on the back of the console) is turned ON. Press the ⏻ button. When the power indicator lights up, press the ⏏ button and the disc tray will open. Place the **WORMS™ 3D** disc on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray will close. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB) (FOR PLAYSTATION®2)

WORMS™ 3D only supports MEMORY CARD slot 1. To save game settings and progression, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1. **WORMS™ 3D** features an AutoSave system, and the game will automatically save your game progression at certain points. Insertion or removal of the memory card (8MB) (for PlayStation®2) after switching the console on may cause data to be overwritten or lost. **WORMS™ 3D** also supports manual save and load of game data from the Main Menu, and after performing a manual save / load, the game will again AutoSave your progression at the relevant points.

WORMS™ 3D is a one to four player game that is played using the DUALSHOCK®2 analog controller. Connect the controller to be used to controller port 1.

CONTROLLER SETTINGS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

L2 button
L1 button
directional buttons
left analog stick (L3 button when pushed down)
SELECT button
ANALOG mode button
START button
right analog stick (R3 button when pushed down)
R2 button
R1 button
△ button
○ button
× button
□ button

The vibration function can be adjusted by selecting Vibration from the Controller Options menu regardless of whether the mode indicator on the controller is ON or OFF.

Please note: **WORMS 3D** only supports use of the DUALSHOCK®2 analog controller.

INTRODUCTION

WORMS 3D is the next generation of the massively successful **WORMS** series. Representing a significant shift in terms of visual style and technical improvement, the game-play that has won so many fans and awards has been magically transformed into three dimensions!

WORMS 3D expands and stretches **WORMS** to new heights, offering more features, weapons, options and hours of brilliantly crazy game-play than ever before. **WORMS 3D** is both a single and multiplayer game that blends no-holds-barred action, strategy and sheer outrageous fortune, meaning you can play for 20 minutes or 20 hours!

And what's more, with randomly-generated, fully-deformable 3D levels, no game of **WORMS 3D** is ever the same, making it endlessly entertaining! Up to four teams can battle it out on the same console, making **WORMS 3D** the ideal party game. It doesn't matter how you play it, once you're hooked, you'll always come back for more!

A WORD OF CAUTION...

As a new player you may be overwhelmed by the addictive game-play, multitude of weapons and incredible 3D landscapes in **WORMS 3D**. Frankly we can't blame you, but you may be missing out on many of the game's great features!

We recommend that you read as much of the manual as possible to get the most from the game; at the very least you should check out the following sections of the manual:

QUICK START

PLAYING WORMS 3D

WEAPONS

If you're a **WORMS** veteran, then we are delighted to welcome you back! We hope you enjoy the opportunities that the extra dimension creates, and think you'll agree that this edition really is by far the best we've ever made!

OVERVIEW AND QUICK START

WORMS 3D is a turn-based strategy game, where 2-4 teams battle it out across bizarre, randomly-generated landscapes or finely crafted custom designed levels.

Each team takes turns to pick off the opposing teams, using crazy weapons, tools, other utilities they may have discovered and whatever dastardly strategies they can imagine. Worms die when they lose all of their energy or drown in the icy depths: the winning team is the one that manages to survive the mayhem and have worms left standing!

QUICK START

WORMS 3D is turn-based. This means you have a few seconds to take your turn before play passes to the next player. Keep an eye on your turn time in the bottom left hand corner of the screen.

Move your worm around using the left analog stick. If you come across an obstacle blocking your path, try using the ▣ button to jump it, or tapping the ▣ button twice to perform a back-flip over it.

To setup a shot, use the directional button to rotate your worm until it's pointing in the desired direction, and choose a trajectory also using the directional button. Fire by pressing the ⊗ button... the longer you press the ⊗ button, the stronger the shot will be. Take into account the strength and direction of the wind when you aim your shot.

When worms lose all their energy or fall in the water, they die... if you have no worms left, you have been defeated!

Try using different camera angles to look around the landscape... in addition to the default 3rd person view, you have a choice of 1st person view, or blimp view... good for getting a strategic overview of the situation.

START button = Pause

R2 button = Blimp View

R1 button = 1st Person View

▣ button = Jump

⊗ button = Fire

select button = Toggle display

◉ button =
Open/close weapon panel

Left analog stick =
Move Worm

Right analog stick =
Rotate Camera

R1 **+ Right analog stick =**
Adjust trajectory

PLAYING WORMS 3D

MOVING WORMS

Move your worm around using the left analog stick: your worm can be moved in all directions, while the directional button rotates your worm on the spot and adjusts your weapon's trajectory. If your selected worm encounters a small obstacle on the landscape, it will "auto-hop" to clear the obstruction, but if blocked by a larger obstacle, it will stop.

JUMPING

Make your worm perform a forward jump by pressing the ■ button. You can also make your worm jump straight up in the air by pressing and holding the ■ button, while pressing the ■ button twice in rapid succession makes your selected worm perform a back-flip: useful for clearing large obstacles. Press the ■ button twice whilst pushing forward on the left analog stick to perform a forward flip.

All jumps can be steered while your worm is in the air by using the left analog stick. Use the shadow under your selected worm to judge your landing position.

OTHER MOVES

Some of the weapons and utilities have nifty little tricks that can aid your worm in it's progress. Check out the Wormapedia section in the game for more details and tips.

CHANGING WHICH WORM YOU CONTROL

If Worm Select is enabled in the options, press the ▲ button to select a different member of your team. Repeatedly pressing the Worm Select button cycles through all the worms in your team. You can only change worms if you haven't already moved one, or selected a weapon. Worm Select can also be used as a utility if available.

QUITTING THE GAME

Press the START button to open the Pause Menu. When the Pause Menu is accessed, the game enters pause mode. Press the START button again to resume play.

In single-player games, you can choose to "Quit Game" or "Continue", while in multiplayer games, you can select "Continue", "Draw Game" and "Quit Game" by selecting the option you require.

CAMERA VIEWS

DEFAULT CAMERA VIEW (3RD PERSON)

This camera view sits behind your selected worm to give you a view of the action. It automatically follows your worm and game events such as weapon projectiles and explosions. The default camera view can be moved using the right analog stick.

1ST PERSON VIEW

Pressing and holding the **R1** button takes the view into 1st person mode. You will now have a view of the action through the eyes of your selected worm. You can look around and aim using the directional button or right analog stick. Release the **R1** button to return to the default 3rd person camera view.

BLIMP CAMERA VIEW

Pressing and holding the **R2** button takes the camera view to blimp mode. You will now have a strategic overview of the landscape. The blimp camera view can be moved and rotated using the left and right analog sticks.

ON-SCREEN INFORMATION

❶ TURN/ROUND TIME INDICATOR

Your turn time counts down at the bottom left of the screen. When it reaches zero, play passes to the next team. Under the turn time, the round time indicates how much time remains before the round ends... in multiplayer games this means the onset of Sudden Death, while in a single player mission, it indicates how much time you have in which to complete the mission.

❷ WIND INDICATOR

Some weapons such as the Bazooka can be blown off course by the wind. The wind indicator at the bottom right of the screen points in the direction in which the wind is blowing, while the number indicates how strong the wind is.

❸ TEAM STATUS

Each team has an overall energy shown at the bottom of the screen. This is the total of all the energy of each of the worms in a team. When this is fully depleted, the team is removed from the game.

❹ WORM STATUS

Worm names and energy values appear above each worm. Sometimes the visibility of worm names can hinder you... in these cases, pressing the toggle display button cycles the worm name visibility from full, to partial or none.

❺ SCANNER

The scanner indicates the position of all worms in relation to your selected worm. The team to which worms belong is indicated by the colour of the dots. It is also possible to view crate positions through the scanner.

❻ COMMENTARY PANEL

The commentary panel pops in and out with relevant information as the game proceeds. Sometimes this will concern an event in a game, while other times it can give hints and tips about completing a mission.

❼ POWER BAR / TRAJECTORY ARROW

The trajectory arrow shows the elevation at which your selected weapon will be shot. The trajectory of the shot can be changed by using the directional button. Some weapons (such as the Bazooka and Grenade) require you to choose how far they will go: with these weapons, the longer you press the ⊗ button for, the further they go. The power bar indicates just how much power you are giving the shot.

❽ WEAPON / HEALTH INDICATOR

The weapon currently selected is indicated in the top right corner of the screen. Some weapons are best aimed from particular camera angles: for this reason, the suggested aiming button is pictured next to the selected weapon. Using the recommended button will select the most useful camera angle for the weapon currently selected.

Underneath the weapon icon is a health indicator. This indicates how much health the current worm has, the colour of the health indicating to which team the worm belongs.

TURN-BASED PLAY

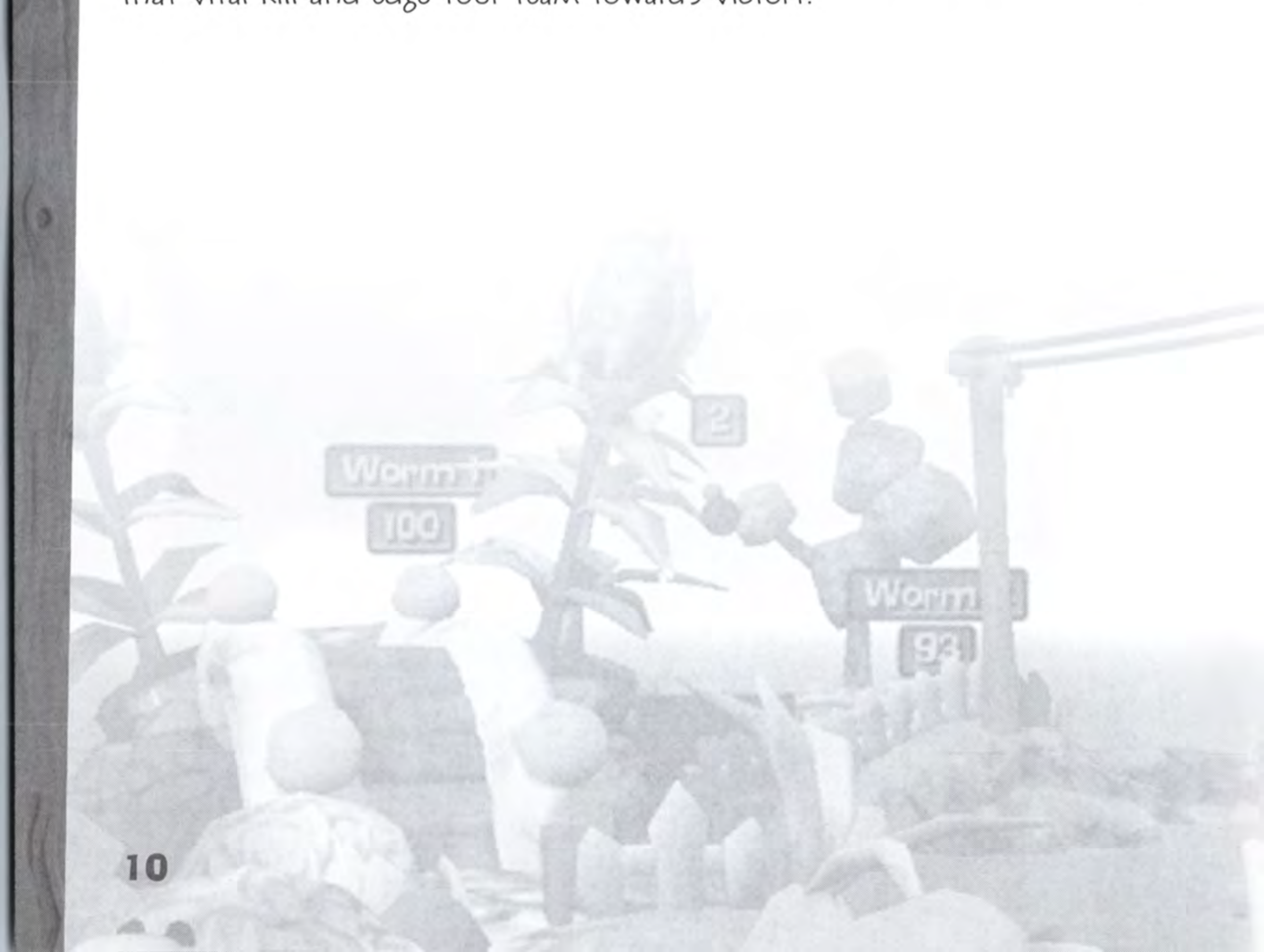
The game is turn-based, meaning that you have a set time in which to make a move before the game automatically switches to the next team. During this period, you can select which worm to use (unless you only have one or are playing without Worm Select) and either let its arsenal loose on the enemy or move the worm to a safer location.

HOT SEAT TIME

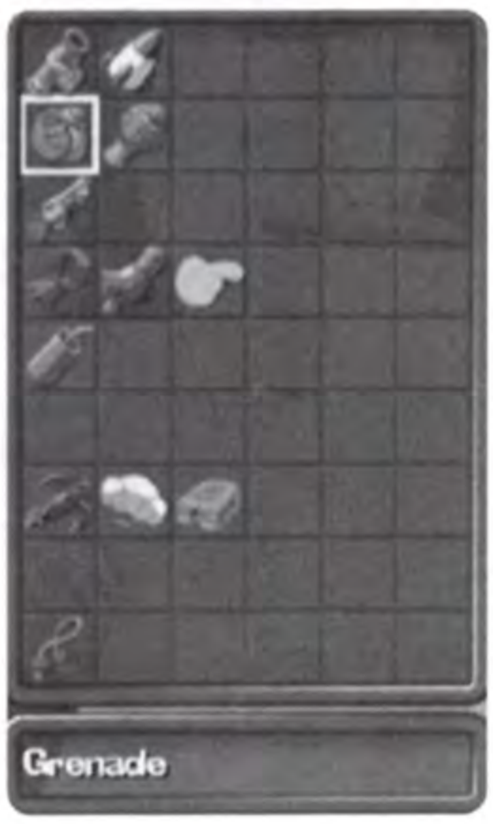
When hot seat time is enabled in multiplayer games, a small amount of time in between players' turns allows the controller to be passed to another player, or players to otherwise get ready for their turn. This is called hot seat time, and may be ended at any time by pressing any button.

SUDDEN DEATH

In addition to the time limit for each turn (an option that you can change), each battle has an overall time limit before Sudden Death extra time is called. In Sudden Death, by default, the water level gradually rise, making high territory even more strategic! However, there are a number of options you can change for Sudden Death, including having all worms have their energy reduced to one, meaning even the slightest hit will make that vital kill and edge your team towards victory!



WEAPONS



WEAPON SELECT PANEL

The weapon select panel is accessed by pressing ◎ button. To select a weapon, move the highlight over the desired weapon and press the ⊗ button to select it. The name of the selected weapon appears at the bottom of the weapon select panel along with how many units of that weapon you have. To remove the weapon select panel from the screen, either select a weapon or press the weapon select button again.

WEAPON USAGE

WORMS 3D includes more weapons than you can shake a stick at... plenty of old favorites, and a couple of new ones for you to experiment with. The following section gives an indication of how to use the weapons, however, the best way to learn is to complete the tutorials, examine the Wormapedia, and try different weapons against your friends. Honing your weapon skills, and using the right weapon for the job are what separate a WORMS master from a novice!

AIR STRIKE

After selecting the blimp camera move the target crosshair using the left analog stick, and press the ⊗ button to mark the spot where the strike is desired. If you wish to abandon the strike without launching it, simply select another weapon. You can also select the direction of the strike by rotating the blimp camera using the right analog stick.

BASEBALL BAT

Stand next to your target, select a trajectory using the directional button and press the ⊗ button to send them flying into the air.

BAZOOKA

Choose a trajectory for the shot, and rotate your worm to the desired direction... Then it's simply a case of pressing and holding the ⊗ button to shoot: the longer you hold, the stronger the shot will be. Remember that the Bazooka is affected by the wind.

WEAPONS

DYNAMITE / LAND MINE

Press the ⊗ button to drop.

EARTHQUAKE / NUCLEAR TEST / SCALES OF JUSTICE

Press the ⊗ button to start. No aiming is required.

FIRE PUNCH / VIKING AXE / PROD

Stand next to your target, face them, and press the ⊗ button.

GAS CANISTER

Choose a trajectory and direction for the Gas Canister using the directional button. Press the ⊗ button to throw it: the longer you hold it, the stronger the shot will be. When the Gas Canister goes off, a thick cloud of green gas will be released... any worms unfortunate enough to come into contact with this noxious cloud will become poisoned, and lose a small amount of health at the start of every turn.

GRENADE / CLUSTER BOMB / BANANA BOMB / HOLY HAND GRENADE

Set the fuse setting in seconds using the fuse button. Then, choose a trajectory and rotate your worm to the desired direction for the shot. Press the ⊗ button to shoot: the longer you hold it, the stronger the shot will be. Note: The Holy Hand Grenade has no fuse settings.

HOMING MISSILE / HOMING PIGEON

Steer the blimp camera until your desired target is visible. Select the exact location of the strike by pressing the ⊗ button. Then, select a trajectory for the shot and rotate your worm to the desired direction. The missile is fired using the ⊗ button, the longer it's pressed, the stronger the shot will be, and the further the missile will travel before it starts homing in. Note: the strength with which the Homing Pigeon can be shot may not be adjusted.

MAD COWS / OLD WOMAN / SHEEP

Press the ⊗ button to release the Mad Cows, Old Woman or Sheep (facing your worm in the direction you want), and after a while, watch them explode. Sheep can be detonated manually by pressing the ⊗ button a second time. Mad Cows can be deployed in alternate directions by using the directional button during release.

SHOTGUN / UZI

Select a trajectory and direction for a shot using the directional button. Press the ⊗ button to shoot. The Shotgun has two shots, the Uzi can be strafed while shooting, allowing multiple, closely-spaced targets to be hit.

SUPER SHEEP

Press the ⊗ button to release the Super Sheep, and then a second time to launch him into the air. Control the flight path of the Super Sheep using the left and right analog sticks.

OTHER, HIDDEN WEAPONS

There are plenty of other weapons hidden away in **WORMS 3D**... some old favorites, and a selection of new additions. Completing missions and challenges will unlock these weapons for multiplayer matches. To learn how these weapons work, check the Wormapedia for details.

CRATES

Throughout the game, different crates will drop from the sky, or teleport into the playfield. There are three distinct types of crates: Weapon Crates, Health Crates, and Utility Crates.

WEAPON CRATES

The contents of Weapons Crates are usually a little more powerful than the weapons handed out in the initial supply, so they're normally worth going for.

HEALTH CRATES

Health Crates offer a way of topping up your energy levels throughout a match. Collect a crate, and the worm doing the collecting receives an energy boost. Health Crates also offer an antidote to any infection a worm may have received.

UTILITY CRATES

These crates contain items that help you and your worms in indirect ways. There are two types of utilities: instant and collectible. Instant utilities come into effect as soon as you collect them, while collectible utilities can be stored and selected from the weapon select panel when the time is right.

INSTANT UTILITIES

CRATE SPY

This effect, which lasts until the end of the round, instantly reveals the contents of any crates on the landscape.

DOUBLE TIME

Instantly double the amount of time remaining in your turn.

DOUBLE DAMAGE

Lasts for a single turn, and means that any explosion inflicts double the damage it would have done normally.

COLLECTIBLE UTILITIES

FREEZE

Press ⊗ button to freeze your team and protect it from damage until your next turn.

GIRDER

Use the left analog stick to move the Girder around, adjust rotation and incline with the directional button, whilst the L1 button and L2 button adjust height. The ▣ button changes the size of the Girder. When you're happy with the placement, the ⊗ button places it.

JET PACK

Use the left analog stick to control the direction of the Jet Pack travel, and the ⊗ button to fire the Jet Pack thrusters. Particularly useful for reaching distant locations and exceedingly useful if you want to drop a weapon using the △ button onto enemy worms. Join the Space Age... Get the Jet Pack!

LOW GRAVITY

This incredible utility makes all your shots and movements susceptible to low gravity... meaning super long jumps and more besides! To activate press the ⊗ button.

NINJA ROPE

Press the ⊗ button to shoot the Ninja Rope. Once attached the left analog stick swings the rope and the R1 button and R2 button shorten and lengthen it... handy for getting to those hard to reach places. Press the ⊗ button to detach from the rope.

PARACHUTE

Press ⊗ button to open the Parachute, and use the left analog stick to steer it as you descend.

TELEPORT

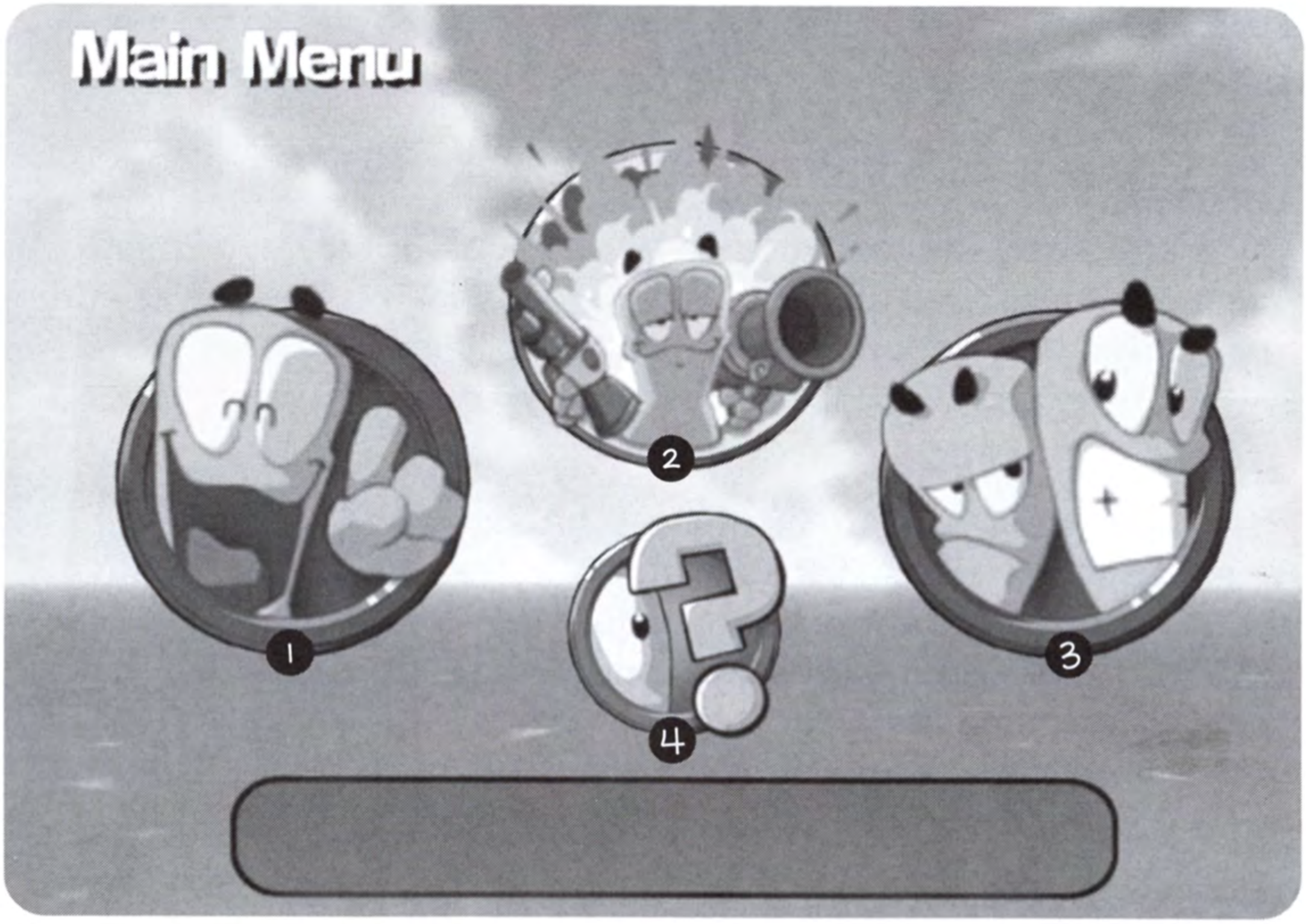
Move the blimp camera using the left analog stick to select the destination you wish to teleport to. Once you're satisfied you've found the ideal location, press the ⊗ button.

BINOCULARS

Seek out your enemies with this useful utility, press the ⊗ button to zoom in and the ▣ button to zoom out.

THE MENU SYSTEM

Main Menu

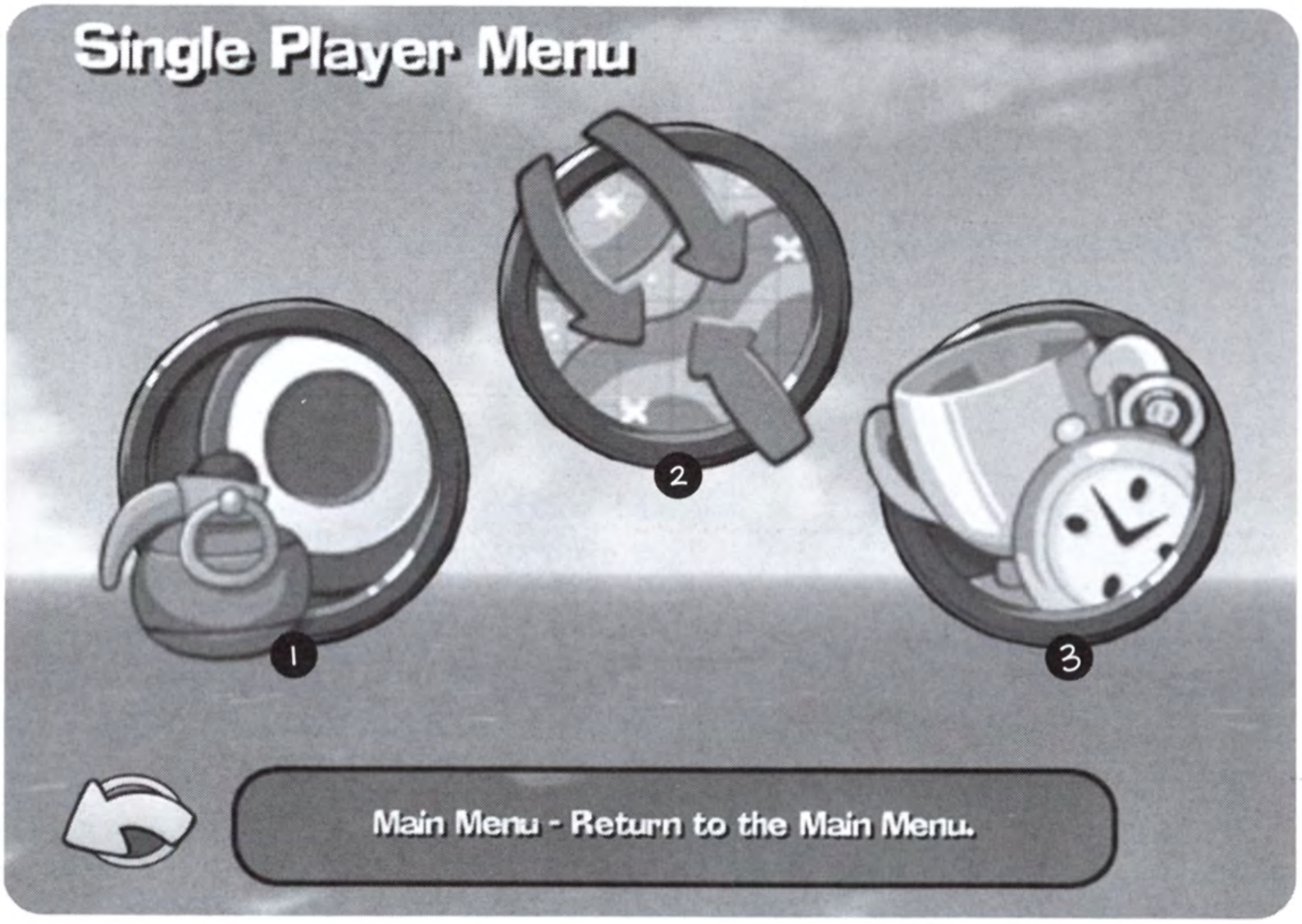


From here, you can:

1. Select to play a single player game.
2. Quickstart. Select this, and you'll be playing with a pre-defined team and weapon selection against a team of Computer-controlled worms. Quick start games are played on randomly-generated landscapes with the default game options set.
3. Create multiplayer games.
4. Go to the options menu.

WORMS 3D uses a help system to aid you in navigating the menus: simply move the highlight over any icon, list or window and instant help will appear at the bottom of the screen. The ⊗ button is used to select items.

PLAYING A SINGLE PLAYER GAME



The single player menu allows you to get into all of the single player fun we have for you:

❶ TUTORIALS

The tutorials offer the new player a basic guide to **WORMS 3D**, from moving and jumping, to the various weapons you may be required to use in the campaign missions.

❷ CAMPAIGN MISSIONS

Missions range in difficulty from easy to hard, and must be completed in order... the completion of one mission unlocking the next one. On completion you will be awarded a medal for your efforts dependent on overall time to complete. Once you've completed a mission though, there's nothing to stop you going back to it and trying to get a better medal...

❸ CHALLENGES

Challenges are unlocked through completion of campaign missions. There are lots to try, from target shooting to piloting parachutes... you'll only get to see all those hidden in the game by completing all the tutorials and campaign missions, so get playing!

CREATING A TEAM

You want to create a team? Perhaps you want to change one you've already created? Or perhaps you just want to destroy one that you don't like anymore? Well, the Team Setup menu is the place to do it!

❶ NAME YOUR WORMS

You need a nickname for your team and troops. If you're short of ideas, simply select the icon next to the name to generate a random name.

❷ SELECT SPEECH BANK

A default speech bank will be selected for your team, but this can easily be changed. We have created a massive choice of odd, strange, and downright bizarre speech banks for you to choose from. Simply choose the one you like best!

❸ SELECT FLAG

A default flag will be chosen for you, but again, you may choose from one of a truly comprehensive selection of flags.

❹ PLAY SPEECH

Select this to hear a sample from your chosen sound set.

❺ SELECT TEAM SPECIAL WEAPON

You are able to select a special weapon from the list to take into battle with you. Check out the Wormapedia, try them out, and pick the one that best suits your strategy.

❻ SELECT GRAVESTONE

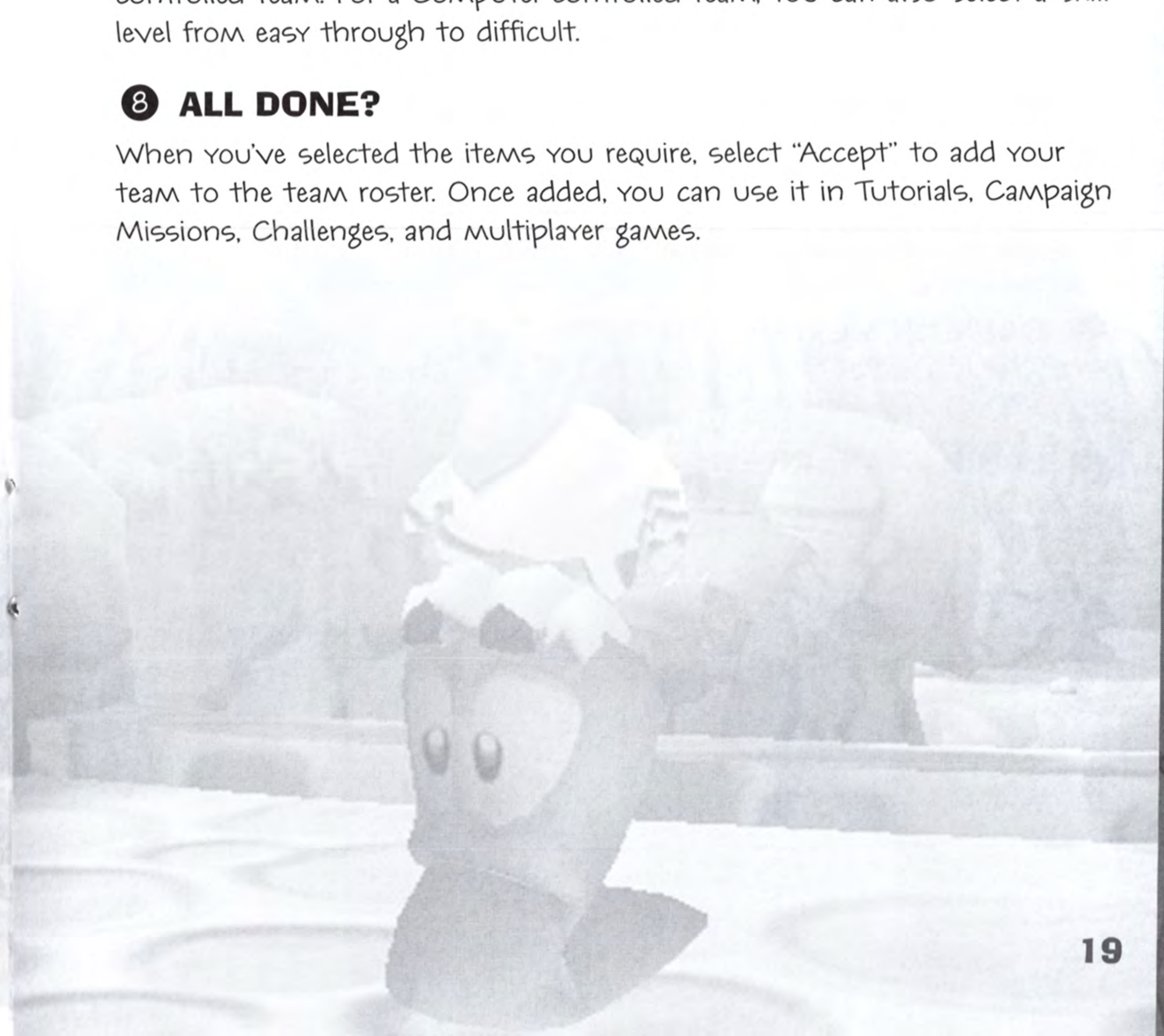
Select the type of Gravestone you would like your squad to leave behind as a mark of respect.

❼ SELECT CPU OR HUMAN

The team you're creating can be either a Human-controlled or Computer-controlled team. For a Computer-controlled team, you can also select a skill level from easy through to difficult.

❽ ALL DONE?

When you've selected the items you require, select "Accept" to add your team to the team roster. Once added, you can use it in Tutorials, Campaign Missions, Challenges, and Multiplayer games.



PLAYING A MULTIPLAYER GAME

The multiplayer menu is the place for creating multiplayer **WORMS 3D** games. Here you can set up games for between 2-4 teams, any of which may be Computer-controlled at a variety of skill levels. In addition, the multiplayer menu allows you to easily tweak some of the game options, to tailor the game to your own tastes:

❶ GAME SCHEMES

A scheme is a set of weapons and game options. Choose from a selection of pre-set game schemes.

❷ LANDSCAPE PREVIEW

The landscape preview shows a small image of the currently selected landscape.

❸ TEAM ROSTER

The team roster displays the teams that will be playing in the multiplayer game. Select a team from the drop down list to add it to the current game. Selecting a team in the Team Roster window allows editing of team size, alliance or complete removal.

❹ BARRACKS

The Barracks contains a list of teams. From here, they can be entered into the game, at which point they appear in the Team Roster.

❺ STARTING ENERGY

This is the starting energy of all worms in the game. The default starting energy is 100, and this is what we recommend.

❻ CREATE NEW TEAM

Selecting the create new team icon takes you to a menu where you can create new teams, edit existing teams, or delete a team.

❼ ROUND TIME

This is the amount of time in minutes the game will run before moving into Sudden Death.

❽ TURN TIME

This is the period (in seconds) you have to make your move. The lower the turn time is, the more difficult it becomes to make your move.

❾ TELEPORT IN

Choose if you want worms to be randomly placed on the landscape, or whether you'd rather choose where you want them to go.

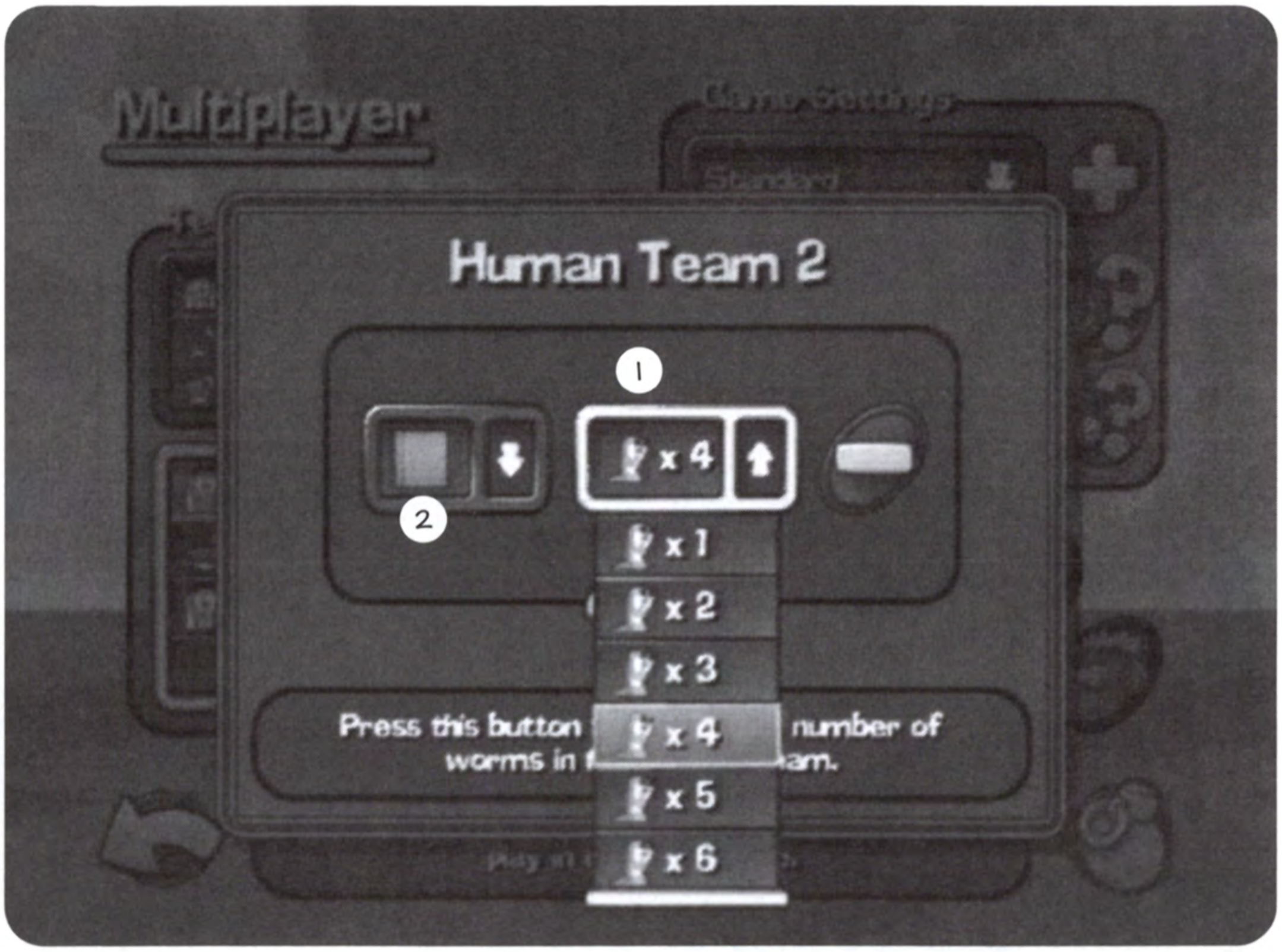
❿ WORM SELECT MODE

During play, it's possible to play and select which worm you would like to move next. However, we feel that **WORMS 3D** is a more skilful game when the worms in a team take turns to cycle round to their turn. Select between No Worm Select (you cannot choose which worm to move) and Worm Select (you can use the Worm Select icon to choose which worm to move).

⓫ VICTORIES REQUIRED

Select the number of rounds a player (or team) has to win in order to win the whole match. The default setting is 2 rounds.

MULTIPLAYER MENU: TEAM ROSTER



Once a team has been entered into the team roster, you can alter the following:

❶ NUMBER OF WORMS IN A TEAM

You can toggle the number of worms a team will start with.

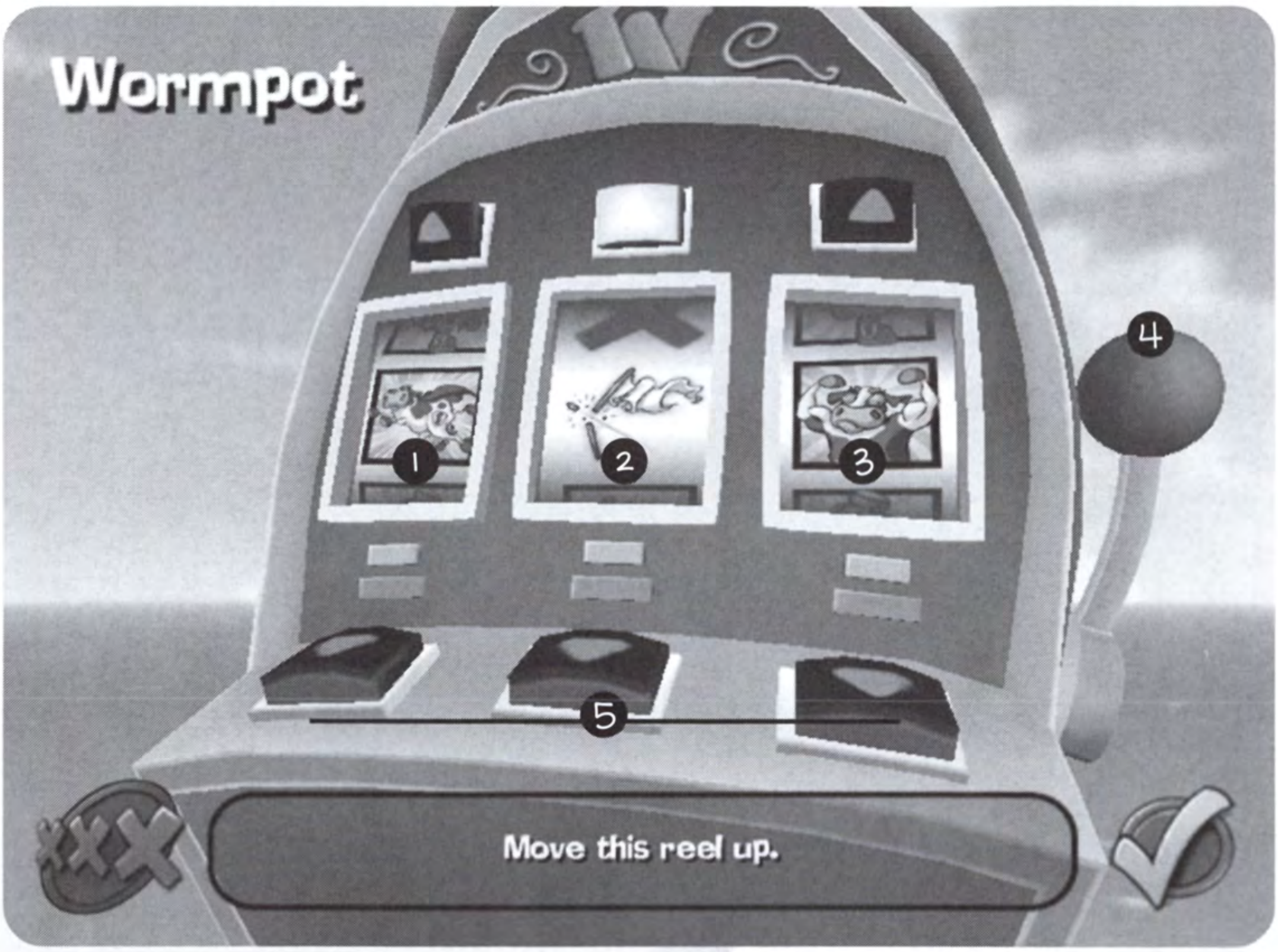
❷ ALLIED TEAMS

You can ally teams together, meaning that they will appear in the game on the same side. Toggle the team colors until the teams you wish to ally have an identical color. Allied games play exactly like normal games, but for a few notable exceptions. Allied players are credited with a victory if their alliance wins, even if their individual team is defeated. During the game, alliances take turns to have their move: teams within that alliance will take turns to move within that alliance.

WORMPOT

WORMPOT is a fast and easy way of experiencing some of the many different ways of playing **WORMS 3D**. This is possible because many of the game options and play modes appear on three reels... by adding the combinations of the play modes on these three reels, it's possible to create well over 10,000 (yes, 10,000!) different game mode combinations!

Click on the lever ❹ to spin the reels and see your game mode combination.



For example:

Reel ❶ Health bonanza (maximum health crate drops)

Reel ❷ Low gravity (low gravity is constantly switched on)

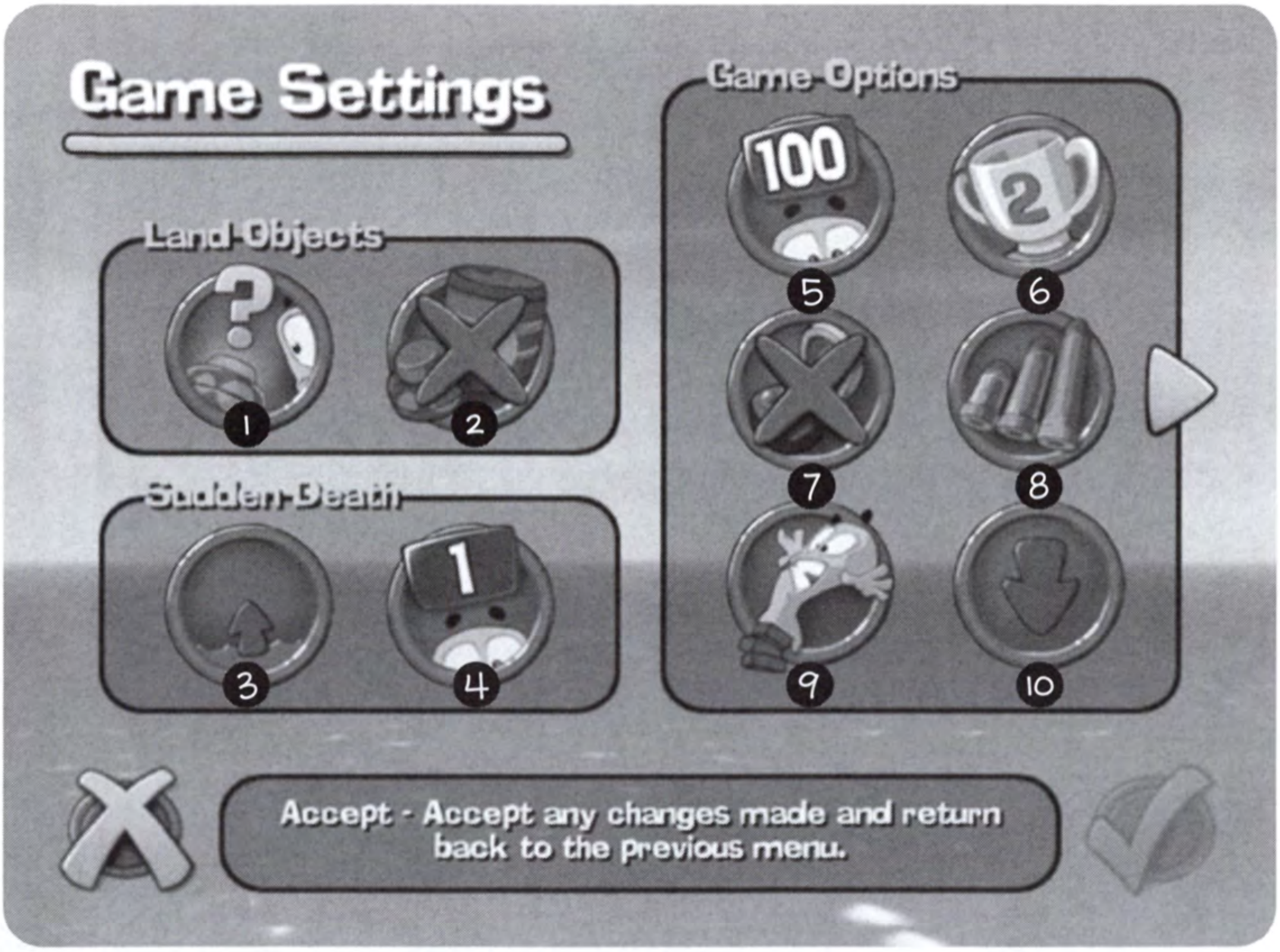
Reel ❸ Specialist worms (each worm can only use a selection of weapons)

This would mean that when it came to playing this game, you would have health crate drops every turn, every worm would jump and be blown by other weapons super-long distances, and each team would have 4 types of specialist worms. Nudge up and down the reels by selecting ❺ and pressing the ⊗ button.

The best way to learn about the play modes is to play them... so what are you waiting for?

CHANGING GAME SETTINGS (1)

Game settings allow you to tweak and configure your own game to your own tastes. Why not try different combinations of game settings? You might find some unexpected results.



❶ MINE FUSE LENGTH

Toggles the mine explosion trigger between random fuse and instant.

❷ OBJECTS

Selects how populated the game level is with items such as oil drums and mines.

❸ SUDDEN DEATH WATER SETTING

Sets how fast the water will rise in Sudden Death mode.

❹ SUDDEN DEATH

This option allows you the choice of a Nuke (land sinks, worms become ill), water rising only, loss of health only, or nothing at all when the game enters Sudden Death.

❺ WORM HEALTH

Toggle how much health each worm starts with. Choose between 100, 150, and a massive 200.

❻ ROUNDS REQUIRED TO WIN

Select the number of rounds required to win the match.

❼ WORM PLACEMENT

Toggles between random and manual placement of worms on the landscape.

❽ STOCKPILING & ANTI-STOCKPILING

With stockpiling set to on, you keep any collected weapons that are unused and take them into the next round, with anti-stockpiling on, you only get one round's worth of weapons.

❾ FALL DAMAGE

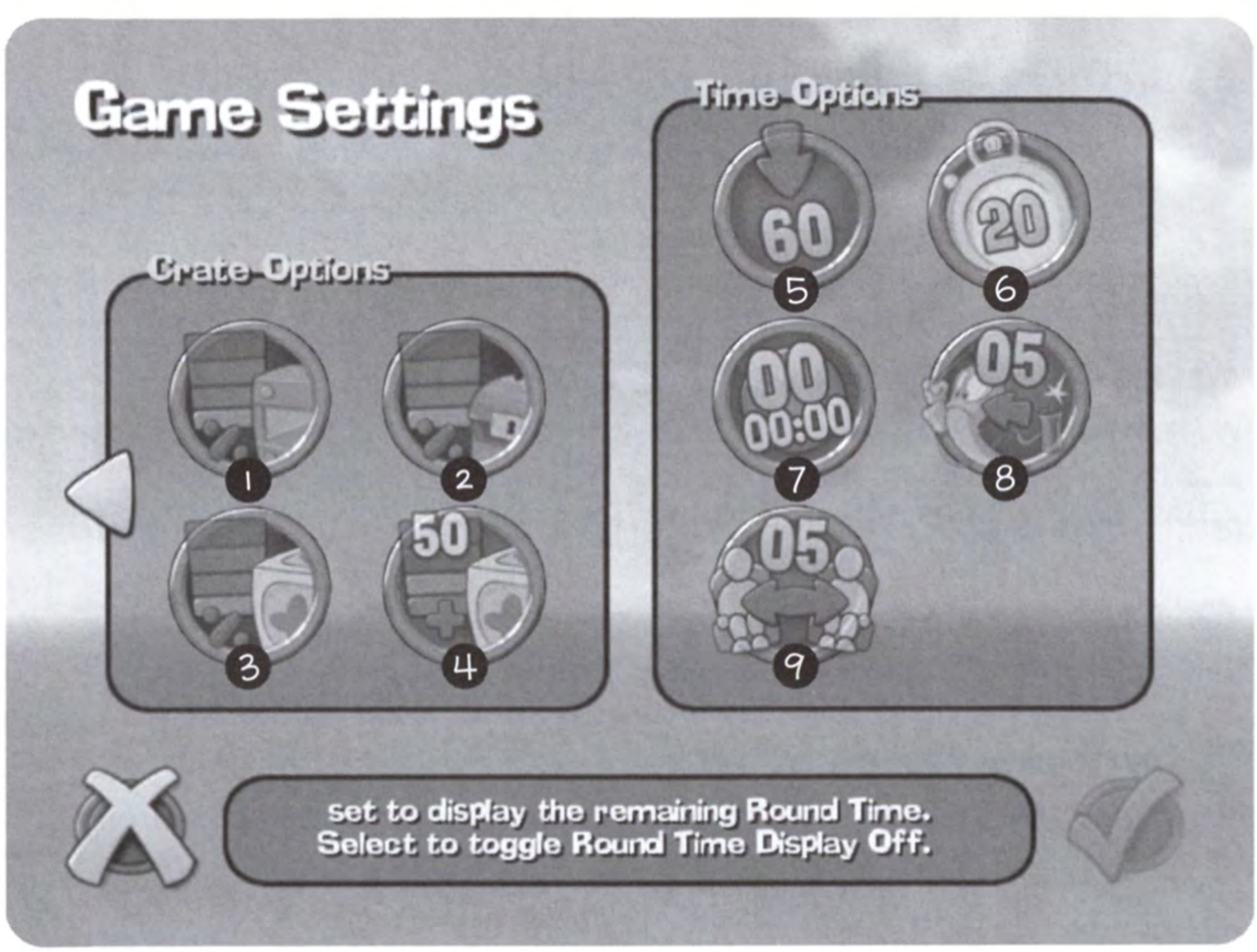
Select whether a worm will be subject to injuries when it falls too far.

❿ WORM SELECT TOGGLE

Toggles whether worms take turns in a set order, or user selected order

CHANGING GAME SETTINGS (2)

Game settings allow you to tweak and configure your own game to your own tastes. Why not try different combinations of game settings? You might find some unexpected results.



CRATE OPTIONS

❶ WEAPON CRATE CHANCE

Select this to toggle the percentage chance of seeing a weapon inside a crate. The higher the percentage, the more likely the chance.

❷ UTILITY CRATE CHANCE

Select this to toggle the percentage chance of seeing a utility inside a crate. The higher the percentage, the more likely the chance.

❸ HEALTH CRATE CHANCE

Select this to toggle the percentage chance of seeing a health crate. The higher the percentage, the more likely the chance.

❹ HEALTH IN CRATES

This option allows you the choice of a Nuke (land sinks, worms become ill), water rising only, loss of health only, or nothing at all when the game enters Sudden Death.

TIME OPTIONS

❺ TURN TIME

Select to alter turn time.

❻ ROUND TIME

Select to alter round time.

❼ ROUND TIME DISPLAY

Simply selects whether you would like to see how much time remains before Sudden Death or not..

❽ RETREAT TIME

The amount of time a player has in which to retreat after using a weapon.

❾ HOT SEAT TIME

The amount of time a player has to take control in hot seat games.

SCHEMES

Schemes are collections of game settings. Rather than having to adjust the game settings every time you play, schemes allow you to create your own set of options, and easily save them.

CREATE NEW SCHEME

Once selecting a scheme to edit, you may choose to name your new scheme anything you wish.

WEAPONS AND GAME SETTINGS

Select which options you want your scheme to feature, from round time, to fall damage.

DELETE EXISTING SCHEME

Select the scheme you wish to delete and use the delete icon. Note: the yellow permanent schemes may not be deleted.

CHANGING THE WEAPON SETTINGS

The weapon settings allow you to configure the way in which weapons are distributed, the strength of the weapon and suggest if and when the weapon should arrive as a reinforcement.
Please note that not all weapons are available to edit, just the standard weapons. Other weapons only become available in special crates dropped during games.

AMMO

By default, you will see the Ammo Selection, which shows you how many of each weapon you will be given at the start of a round. Select the icon to toggle between none, 1-7 or unlimited.

DELAY

This shows in which round the weapon will become available. Select the icon to toggle between 1-7 or off.

WEAPON CRATE CHANCE

You can use this screen to bias how often these weapons will appear in weapon crates. Select to cycle through off, and 1-4. This affects the probability of the weapon appearing in the game.

SPECIAL WEAPONS

If selected, then players may use the special weapons chosen when creating their team.

EDITING THE LANDSCAPE

The landscape editing menu allows you to adjust the landscape and choose a variety of options for your playing environment.

LANDSCAPE PREVIEW

The landscape preview displays the landscape that you have currently selected.

LANDSCAPE SELECTION

This window allows you to choose from a randomly-generated landscape, or pick one that you've unlocked from the campaign.

LANDSCAPE THEME

The landscape theme allows you to choose which style of landscape you want: Lunar, War, England, Horror, Pirate or Arctic.

TIME OF DAY

Why not choose whether you want to play during the day, evening or night?

RANDOM LANDSCAPE OPTIONS

Various options provide you with the option of changing the size of your landscape, how many objects, bridges, and how spaced apart any islands

SOUND AND VIDEO

The sound and video options menu allows you to select various display and sound settings.

CENTRE SCREEN

Adjust the position of your screen display.

VOLUME

Select the volume level at which you would like the worm sound effects, environment sound effects and game music to be played at.

CONTROL OPTIONS

INVERT Y AXIS

Select whether you wish to invert the Y axis for aiming or not.

VIBRATION

Select whether you wish to turn the vibration function on or off.

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Game scripts powered by LUA
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